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Before You Start

The Keys of Acheron is one of a series of supplements or expansion kits designed to enhance your enjoyment of such DUNJONQUEST games as **Temple of Apshai** and **Hellfire Warrior**. In this kit, a series of our connected quests will cast you—or at least your adventuring alter ego—through space and time in search of the magical gems known as the Keys of Acheron. Although distinctly different and separate from the dunjon adventures in **Hellfire Warrior**, those herein are dependent on the same INNKEEPER and DUNJONMASTER programs. In order to play this supplementary game, you must have—and use—**Hellfire Warrior**.

PLEASE read the enclosed Special Loading Instructions with great care. In the course of play, you will be using *at least* two disks or cassettes, and the outlined procedures may be complex and a bit strange. It is crucial to follow these instructions *exactly*. Do not attempt to transfer the **Acheron** data files onto the same cassette or disk that holds your **Hellfire** data files, or disaster will result. Furthermore, unless you love confusion, you would do well to save an **Acheron** (only) game- or level-in-progress on the **Acheron** disk enclosed herein, *not* a third (and, of course, not the original **Hellfire** disk). If you ignore these warnings, you will *never* find the Keys of Acheron.

Unless otherwise specified, all command options and other program features in this program are exactly the same as in **Hellfire Warrior**. However, it is especially important that you read this entire book. Not only will the text greatly expand the game's flavor, but without specific knowledge of the areas, monsters, traps, hazards, and treasures, you could well find your character lost, wounded, or dead in a very great hurry.

If you are not familiar with the basic concepts of role-playing (especially the DUNJONQUEST game system), or if it has simply been a while since you last played, we suggest you study the first few sections of the **Hellfire Warrior** Book of Lore. As both boyscouts and grizzled adventurers know, preparation is a must for success.

Prologue

The wizard Abosandrus has summoned you to recover four magical gems—an emerald, an amethyst, a ruby, and a sapphire—known as the Keys of Acheron for their power to open great rifts between worlds—or close them. Only the Keys can negate the necromantic spells of the demon lord Kronus, whose will it is to invade the world of Earth with a legion of wraiths, fiends, and other monsters from another dimension.

The Lords of Creation scattered the Keys through space and time so that only in the most dire circumstances would they be brought together. Despite his sorcerous knowledge, Abosandrus has not the youth and strength for the task, but his magic can transport you between worlds long enough to recover each key—if you are lucky. Unfortunately, the dimensional portals Abosandrus can open from his abode are limited, and you must make a further journey on foot—often at great peril—to recover each of the gems.

Time is short. Kronus presses the attack and, knowing of the Keys, will use his magic to block your quest. If he follows and finds you, he will burn you with the touch of the black fire that chills the soul. Nor will your sword arm be of much good against him, for he is immortal and cannot be slain... ever.



Level 5

Abode of the Dragon

The first Key is guarded by a great Dragon whose strength and fiery breath drove off the original keeper of the Key, a magician. It is said that the Dragon keeps the ruby Key in a cave near the magician's ivory tower, in a special nook separate from the rest of its treasure hoard.

To face the Dragon directly, you should first obtain an enchanted necklace of fire opals from a unicorn living in a glen in the midst of a mandrake grove. The alternative is to descend into the dunjon below the tower and find a secret passage said to lead to the Key's hiding place.

Once you have obtained the Key, you can return by means of a dimensional portal—if you can find it, too.

Room/Area Descriptions

1-3—A wide, grassy field. To the north and west is a dense forest of oak, cedar, and spruce—evidently the mandrake grove of which the wizard spoke. To the south is a broad river that narrows to the east, growing wider to the west. Across the river you can see a tall ivory tower.

4-5—Although the forest remains directly to the north, the meadow gradually thins out, leaving bare, sandy ground to meet the sea to the east. The seashore is covered with all manner of seashells. The river curves around the tower to the southwest and then empties into the eastern sea. South of you, not far from the seashore, a bridge crosses the river.

6—This ancient wooden bridge appears sturdy enough, but it is littered with bones, hair, and other remnants of many dead animals. Some of the bones seem to be human.

7—A small tunnel leads back into the cliff wall. The passage deadends quickly, but against the back of the cave you find a large nest.

8-15—An expanse of sandy shoreline bounded by the sea on the east and cliffs on the west. To the south, as the seashore curves westward, steam issues from a large cave in the cliffside.

16—The cave entrance. The air is thick with hot, wet steam, making your clothes cling uncomfortably to your skin. From an opening in the south you can see flashes of red-orange light and hear a low, bellowing noise.

17—The air is intolerably hot. To the west you can see roaring flames. As you make your way through the passage, you stumble over something. Looking down, you see the fragments of a huge egg. It would seem that the Dragon has borne young ones.

18—The Dragon's chamber. The surface of the walls are fused smooth and dozens of long stalactites hang from the ceiling. In the northeast corner of the room you can see glints of light reflecting off piles of gold and silver coins—the Dragon's treasure hoard.

19—The walls of this small chamber are warm to the touch. You can see something partially buried under the sand in the northeast corner of the room. It glows bright red.

20—This wooden drawbridge leads up to the ivory tower's main gate. The river underneath seems calm enough, but what foul creatures might swim in its cold depths?

21—The main chamber of the ivory tower. Strange painted patterns cover the walls and floor. The room's once plush furnishings are now ripped or broken.

22-23—A steep stairway leads upward. The passage is illuminated by torches set firmly into the wall. The torches must be magical, for they burn but are not consumed.

24-25—This must have been the sorcerer's laboratory, for there are many curious apparatus scattered throughout the room. The walls are lined with reagent flasks, all labeled in coded script. As you approach the east wall, a section of the stone turns hazy and fills with clouds. This must be the way home.

26—A steeply slanting passage leads down into a cold, wet series of rooms and corridors. The dunjon!

27—This dim corridor leads east and west.

28—A hideous stench wafts out of this large chamber. There is something piled in the center of the room. A door on the north wall leads out of the room.

29—A giant storage chamber. It is filled with disgusting refuse, but there is something in the far corner reflecting your torch light.

30—Crude tools and other barbaric items suggest a goblin's lair. It seems a dead end.

31—Those sneaky goblins hid the door leading into this large chamber. The air in this area seems a bit warmer and drier than that in the earlier chambers.

32—The air seems even a bit warmer here.

33—More goblin artifacts litter this broad corridor. There are tall piles of bones surrounding an opening on the east wall.

34—The floor of this tall room is covered with bones and the remnants of devoured goblins. You spy a large sack of some sort near the east wall.

35—The south wall is definitely hot. The Dragon must be near!

36—This natural passageway leads down at a steep angle. The air here is hot and dry, but, as you descend further, you begin to notice wisps of steam coming from the end of the passage.

37—The room is clouded with steam. Dull, red light comes from an opening in the southeast corner.

38-46—The Mandrake Grove. Black shadows shroud most areas within this dim, dense forest. Who knows what evil creatures could be lying in wait, just outside your short range of vision?

47—The Unicorn's Glen. The trees thin out, and golden sunlight floods this entire area. A white unicorn prances around the glen but tends to keep its distance from you. Its gift, the fire-opal necklace, lies in the grass not far away.

Monsters

The Dragon (Vermis Squamous)—One of the largest of the firedrakes, the Dragon is nearly 75' in length. For eons this beast has roamed the skies, raining down fiery death on any and all living creatures it comes upon. Hearing of the ruby key of Acheron, the greedy monster forced the owner, a magician, to flee his ivory tower. Taking up residence in the caves nearby, the Dragon added the magical gem to its already fabulous hoard.

Baby Dragon—Although this creature resembles its parent closely in its scaled, wormlike form, it is fortunately much smaller, typically 6-8' in length. Even though the immature beast cannot breath flame (and luckily so!), it will attack anything it meets with ferocity.

Fairy—These tiny, manlike creatures resent intruders and will attack anyone who trespasses into their forest. They fire magical arrows from their tiny bows, but they would not be nearly so dangerous if they did not remain invisible to human eyes.

Giant—Although this creature resembles a man nearly 20' tall, the giant lacks all but a rudimentary intellect and will attempt to smash and eat anything that moves.

Goblin—A short creature resembling an extremely ugly dwarf or midget with a bulbous nose, red eyes, cauliflower ears, a protruding tongue, and a complexion that only a Clearasil salesman could love. To make matters worse, the goblin is cruel, violent, and deceitful.

Griffin—This legendary creature possesses the body of a golden lion and the head and wings of a great white eagle. The beast is a fearsome hunter and will fight ferociously if cornered or protecting its nest.

Grue—The grue is a tall insectoid monster sheathed in black, chitinous armor. The creature prefers to ambush its prey, striking out of the shadows with its sharp sickle-claws.

Mandrake—This curious cross between plant and animal looks like a green-skinned man with various plants and flowers growing out of its skin. A long, tail-like root connects the mandrake to its parent tree. Occasionally, two or more mandrakes will be attached to the same tree. The touch of a mandrake is said to drive normal men insane.

Ogre—The ogre resembles the giant but it is not quite so large (10' or so) and is typically a bit more clever. The monster usually fells its prey with blows from its huge club.

Troll—Making its lair in caves or beneath bridges, the troll slays all those who cannot pay its high toll and even many of those who do. A troll resembles an ogre with heavy, almost distorted features.

Unicorn—The rare white unicorn can be found frolicking in warm, sunlit glades or by calm pools under the light of the full moon. Only those pure in heart can approach the noble creature. None dare attempt to ride it, for fear of the unicorn's single spearlike horn.

Traps and Hazards

Dragonfire—With a titanic roar, the corridor fills with the burning flame of the Dragon's breath. You should have been quieter, more careful. Now it knows you are here.

Deadfall—As you pass beneath two tall trees, you accidentally disturb a trip-wire, and a dozen heavy logs fall down on you from above. Damn those clever mandrakes and their traps!

Sand Squid—As you walk along the placid seashore, a thick tentacle reaches up out of the sand and winds around you. Before the tentacle can crush the life out of your body, you are able to sever the long appendage and struggle away.

Mystic Rune—As you open the wooden box, there is a tremendous flash, and you are knocked to the ground by a powerful discharge of energy. You failed to notice the protective magical symbol so carefully engraved on the side of the box. That will teach you to fool around with the belongings of a sorceress!

Treasures

T1—You clear away the sand from the glowing object and find a spherical ruby gem as large as your fist. You have found the first key!

T2—The gems of the opal necklace seem to burn with a fire of their own. As you put it on, you suddenly feel a tingling warmth throughout your body. The unicorn bids you leave.

T3—Inside you find a scroll covered with meaningless gibberish. Or is it? The scroll reads:

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T4—An unusual and beautiful seashell. "I'll wager I can sell this bauble at home for a tidy sum," you think to yourself as you pocket the shell.

T5—"Yecchi!" You hold a partially eaten, moldy wyvern corpse. It sure look interesting from afar. Couldn't there be a good reason to take it with you?

T6—Mandrake root. You've heard mention that this rare substance has unusual properties when eaten fresh. Care to try it?

T7—A heavy sack of silver coins.

T8—A quaint piece of giantish artwork, a skull carved from a huge agate. Surely some collector of such things would buy it, but for how much?

T9—You find a thick glass vial containing a viscous golden fluid. The label reads, "Essence of Embriot." It smells good, so you drink it. Mmmm, not bad.

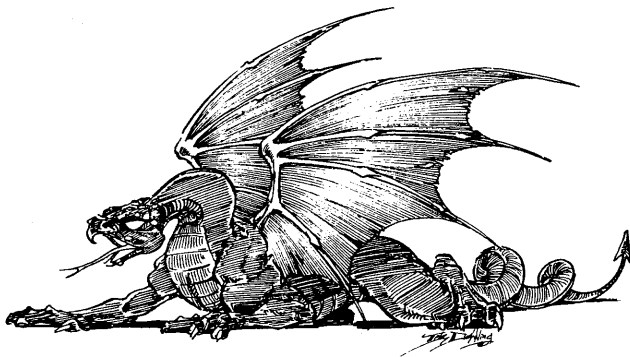
T10—Oh, how sad. It seems a fairy misplaced a few of his magic arrows. They fit your bow fairly well.

T11—You find a small, strangely shaped tree. It is covered with sweet smelling flowers whose very scent makes you feel better.

T12—An idol carved from a heavy, dark wood. The craftsmanship is pretty poor, but it might be worth something.

T13—You root around in the troll's collection of fine bones and rocks. Just as you are about to give up, you uncover a sword with a long, gleaming blade.

T14—The Dragon's hoard! There must be a king's ransom here, but are your eyes bigger than your back? It looks heavy.



Level 6

The Temple in the Jungle

To find the second Key, you will be sent to a primeval jungle. Beware, for it is filled with monsters from a far distant time—beasts larger than the Dragon and as hungry as they are huge.

Through the jungle, across a river aswarm with fell beasts, lies the temple of the reptile men, the Sserpa. Deep within the bowels of the temple, you must face the Sserpa shaman. Take the amethyst Key from him if you can, and return.

Note: Since you will be venturing into trackless jungle, room numbers will not be displayed anywhere on Level 6.

Monsters

Allosaur—This carnivorous reptile stands upright on its hind legs and broad tail to a height of over 20'. The allosaur is quick for its size; it runs down all but the swiftest prey.

Ankylosaur—This squat, heavily armored creature resembles a living tank. Its long, flexible tail ends in a heavy spiked ball like a mace.

Brontosaur—Among the largest of the great saurians, this slow-moving creature may exceed 60' in length and 100 tons in weight. Although not a meat-eater, the brontosaur will sometimes trample lesser animals—and men—while trying to reach a tasty-looking plant or bush.

Dragonfly (Stenodictya)—The giant dragonfly of the Paleozoic era has a wingspan of many feet and strong jaw mandibles.

Python—Largely unchanged throughout its history, the 30' long snake coils around its prey, constricting them to death, and then eats them whole.

Sabretooth (Smilodon)—The sabretooth tiger's size (12' in length), strength, and cunning make it a deadly opponent even of creatures many times its size. It will attack a man without provocation.

Sserpa—This creature resembles a man covered with a glistening network of scales. The Sserpa slay their enemies with broad crystalline swords, whose edges can slice a man in twain. (Only the Sserpa may use these weapons, for they easily shatter in anyone else's hands.)

Sserpa Shaman—The Shaman is the Sserpa priest to their snake deity Ssin, the primordial night-serpent. The Shaman wields an enchanted staff which blazes with white fire, burning all it touches. It is said that the Shaman can return from death to exact vengeance on its slayer.

Stegosaur—With its wickedly spiked tail, vegetarian diet, and uncertain disposition, this dinosaur is not unlike a bigger ankylosaur. However, instead of armored hide, the stegosaur sports a crest of sharp bony plates along its spine. Fortunately for you, it is fairly slow.

Tarantula—This fur-covered spider is nearly 1' in diameter and possesses a toxic bite. The tarantula can climb on nearly any surface and will often drop off of ceilings or high trees onto prey below.

Tyrannosaur (Tyrannosaurus rex)—The most feared of all dinosaurs, the "tyrant king" has an allosaur's upright walk, long tail, and hundreds of dagger-length fangs. But the tyrannosaur is larger than the allosaur—much larger—and its gargantuan footsteps sing death to all but the very swift or the very lucky.

Traps and Hazards

Quicksand—As you slash your way through the thick jungle foliage, you find yourself caught in a sandy quagmire. By the time you are able to pull yourself free, your body is covered with deep sucker marks made by leeches that dwell within the quicksand.

Poison Thorns—The small scratches you hardly noticed deaden your limbs and close your swollen throat. After a few minutes pass, the swelling recedes and you are able to draw gasping breaths, but you feel weak and drained.

Vicious Vines—Walking through the jungle, you are suddenly beset by dozens of tentacular vines which try to pull your limb from limb. You cut your way free, but not without a few major cuts.

Treasures

T1—The Amethyst Key! Holding the sparkling purple gem seems to add strength to your tired limbs.

T2—You stumble across a clutch of triceratops eggs. Being the clever person you are, you pack them carefully in your backpack. No doubt some eccentric magistrate will pay dearly for such exotic pets.

T3—You find the thighbone of a giant sloth. It is heavy and seems useless, but might it be useful later?

T4—A solid gold statuette of the god Ssin!

T5—You find a tree bearing luscious fruit. The sweet pulp of the orange fruits makes the pain of your wounds fade.

T6—A drum made from the wing of a pteranodon. It must be enchanted, for it sounds without being struck. It would be worth something back home, but its continual noise is bound to attract attention.

T7—You discover a patch of edible mushrooms and quickly devour them. Not only do you satisfy your hunger, but you also seem to perceive the world around you more clearly.

T8—You take a bone necklace from the body of a Sserpa. It does not seem like much, but it isn't heavy. Why not keep it?

T9—A pile of glowing rocks. I wonder what they do.

T10—You find a patch of thorns which seem abnormally straight and strong. After fetching them carefully, you find they fit your bow perfectly.

Level 7

The Crystal Caves

This time you will visit the heart of a dead volcano. Somewhere within a maze of crystal caverns you will find the third Key—the emerald Key. Bring it to me, and your quest will be nearly complete.

Room/Area Descriptions

1—A broad tunnel covered with crystal formations in all sizes, shapes, and colors. Small jets of steam occasionally spurt out of the walls and ceiling, and the entire cave trembles and shakes. Perhaps the volcano is not quite as dead as the mage would have you believe.

2-3—This area seems to be a bit more stable, but it dead ends after only a few chambers.

4-5—This rocky passage leads in a downward direction. There are many interesting rock formations here, but with all the heaving and shaking every few minutes, it would seem wise to move on.

6-11—The tunnel opens into a large grotto. In the northern part of the room there is a deep pit, partially filled with water. Getting down there should be easy enough, but in order to get back out, you will have to search for hand holds (use command option E). The southern part of the grotto is covered with a strange fungal growth. A tall pillar of solid quartz runs from the floor to the ceiling 30' overhead.

12-15—The air is hotter here. The warmth of the floor penetrates even the thick leather of your boots.

16—The air in this tunnel is cool, and the floor is soft. How strange.

17-20—You find another pool grotto. Something seems to be moving beneath the water's surface. It might be just your imagination. Care to investigate?

21-26—The network of caves continues through these chambers.

27—As you enter this passage, you hear the roar of escaping steam and feel the ground move violently underneath you. "Dead volcano" indeed!

28-31—The crystalline formations on the walls give way to a thick layer of finely powdered salt.

32-33—The secret underwater passage continues through these areas. There is a thin layer of air at the top of the cave, allowing you to breathe, but the piranhas are everywhere.

34-35—The passage slants upward, and you are soon able to leave the water behind you. The thin cave opens up into a broad chamber encrusted with glittering, gleaming green crystals.

36-37—A hidden opening leads you into these two chambers. The volcano seems very active here.

38—This would simply be another large cave, were it not for the veil of mist which covers the west wall. Home lies just through that portal.

Monsters

Crystaloid—A strange creature composed entirely of rock and crystal. It does not eat; yet it hunts and slays with heavy blows from its boulder-sized fists.

Fungus Man—This grungy little creature looks like a cross between a midget and some kind of toadstool. The fungus man disdains light, much preferring a dark, wet environment. Being somewhat clever, this beast uses a small stalactite for a dagger and a giant mushroom top as a shield.

Igneous Worm—A fat, black-skinned annelid reaching some 25' in length, this creature roams the caves and tunnels found in and around volcanoes. Its fanged, sphincter mouth is large enough to swallow a human whole.

Lava Beast—This monster prefers to frolic in pools of molten lava but can occasionally be found wandering through the caves. The lava beast is small and amorphous, resembling a blob or puddle of ambulatory magma. It attacks by extruding a pseudopod and striking its enemies with the fiery appendage.

Lizard—The cave lizard is probably a relative of the firedrake (saurus thermafax) family, for it frequents warm caverns and flaming grottos. Fortunately, the creature has no breath of fire; instead, it uses its sharp claws and fangs to kill its prey.

Piranhas—These hungry devils swarm in the warm pools of water within the volcano. They thrive on the occasional rat, lizard, or fungus man who drops in unexpectedly.

Rat—Although cowards and scavengers by nature, many of the giant albino rats have been trained to kill by the fungus men.

Salt Slime (the tufa terror)—The salt slime is an amoebic monster that survives by draining the salty moisture from its victims' bodies. This pulsating mound of opaque yellowish protoplasm avoids bodies of fresh water, which is deadly poison to it.

Scorpion—In the warm, dark environment of the crystal caves, scorpions have grown to the unbelievable length of ten feet. After incapacitating their enemies with their poison-coated stinger, the scorpions vivisect them with their razor-sharp claws, greedily gobbling them up, chunk by chunk.

Serpentine—Resembling a snake with a smooth, deep green hide, this beast is another member of the strange "living rock" family—no doubt a relative of the crystaloid. Camouflaged as an outcropping of mineral deposits, the serpentine lies in wait in the shadows for an unwary victim.

Traps and Hazards

Earthquake—The "dead" volcano suddenly comes to life, causing the floor to heave convulsively, throwing you from wall to wall, and battering your body grievously.

Jet of Steam—Every so often the volcano will vent some of its heat and pressure in a blast of superheated steam, which can cause serious burns. Since there is little you can do about this, it is best to move through these areas as quickly as possible.

Cave-in—The fragile crystal ceiling overhead shatters, sending down hundreds of dagger-like shards of quartz.

Rock Jaws—You knew there was something weird about this tunnel. Without warning a cluster of stalagmites and stalactites close swiftly around you. It's the maw of some huge monster! You wrench yourself free, but you are not unscathed.

Spiked Pit—The mossy floor beneath you suddenly gives way, dropping you into a pit filled with crystal spikes. Luckily you avoid the largest of the spikes, but the little ones hurt, too. Geb! How you despise those fungus men!

Treasures

T1—The emerald key is yours!

T2—An especially fine bloodstone.

T3—The floor here seems to sparkle. Looking more closely, you see that there is a thick layer of gold dust covering the dirt floor. You scoop up what you can into your pouch.

T4—A handful of argentine nuggets, but they seem far too heavy for silver. Could they be platinum?!

T5—A patch of magenta fungus attracts your attention. Being a trifle famished, you nibble some but nearly choke from the taste. However, you accidentally brush the fungus across an open wound and notice with astonishment that the wound is completely healed. After using up the entire fungus patch, you feel much better.

T6—A crudely carved but esthetically pleasing quartz statuette must have some value, mustn't it?

T7—A block of utterly flawless marble. If taken home, it could be sold to a sculptor for a generous sum, but it is very heavy.

T8—During a slight earthquake, a small rock falls down from above, striking your head painfully. You are about to crush the offending stone into the dirt when you notice that it is a jacinth, a valuable relative of the zircon.

Level 8

The Shadowland of Kronus

The fourth Key lay in a world of the far future, where it was being used as part of a great machine that burned with the fire of the sun. But Kronus has stolen the sapphire, and, without it, Abosandrus cannot heal the rift in our world that permits Kronus' minions to enter.

Although your chances are slim, you must go to Kronus' dark world, where he lives in a great ebon citadel protected by enchanted guardians of awesome power. To reach your goal, you must first make your way through an endless maze of caves, cross a black sea inhabited by the dread kraken, and finally ascend a treacherous onyx path which leads to the citadel high in the shadowy clouds.

Note: Since the land of Kronus is shrouded in perpetual darkness, no room numbers will be displayed on Level 8. Be careful!

Monsters

Astral Skull—A huge, inhuman skull bearing a bestial scowl and sharp, curved fangs. Moving by some form of levitation, it floats through the air at the level of your head.

Automaton—This unliving creature is a construct—an assemblage of stone and metal animated through magic. It moves slowly, but the blows of its metal fists are devastating to mere flesh and blood.

Horned Fiend—A devil native to the deepest pits of hell. The beast resembles a man with long, wicked horns sprouting from its shoulders, knees, elbows, and forehead.

Kraken—A gargantuan sea beast which usually inhabits the darkest depths of the black sea. However, Kronus has commanded the creature to rise to the surface and slay anyone it can find. The Kraken is slow, but anyone caught in its tentacles will be swiftly drawn beneath the surface to be devoured.

Shadowbat—An apparition in the form of a giant black bat with burning white eyes. The shadowbat attacks by flying through its opponent, draining away the victim's life energy as it passes.

Slime Beast—Hordes of these slimy critters inhabit the dim, wet caves in the Shadowland of Kronus. An average specimen appears to be a bipedal amalgam of mold, slime, and vile ooze about 6 feet high. The slime beast is almost totally mindless, but it does possess a burning desire to crush, kill, and destroy!

Wraith—A vaporous being which forms itself into the ghostly image of its opponent. Although easily dispersed with one or two sword blows, its clutching hands cause intense, numbing cold.

Traps and Hazards

Black Rain—The grey clouds overhead unleash a torrent of black rain. The inky fluid leaves deep pits and furrows in your armor and burns your flesh!

Fog—Your vision is totally obscured by opaque, grey fog. Who knows where the onyx pathway might end? You had best be very careful.

Mental Attack—PAIN! Your brain is suddenly wracked with agony, and your limbs are afire. The demon mage has attacked your mind with a blast of malevolent energy. As the pain fades from your weakened body, you see a dim vision of Kronus in your mind. He is laughing evilly.

Pit—You don't notice the black opening in the floor until it is too late. You fall, seemingly forever, before striking the floor. Nothing major appears to be broken, but be sure to watch your step more closely in the future.

Waves—The black sea about you churns and boils, and tall waves crash over you, nearly swamping the boat. You had better leave this area as soon as possible.

Whirlpool—Your boat is drawn inexorably towards a swirling black maelstrom. As you are sucked deeper into the whirlpool, flotsam slams into your head. Can you and your boat survive?

You Fall!—Fool! You have stepped off the path. Struggle if you wish: there is no way to halt your fall. *You are dead.*

Treasures

T1—The last Key! The huge sapphire lies in your hand. Salvation for the world lies as near as the portal to home.

T2—A bundle of black arrows lies on the floor. There is a note attached. It reads:

Welcome, O brave warrior. We have been expecting you. Please accept these enchanted arrows as our gift. You will need them if you hope to make it as far as my citadel.

—Your Undying Friend, Kronus

T3—Miraculously you find a pool of cool, clear water. Each time you drink from the pool (command option G), you feel refreshed and a bit stronger.

T4—You come upon the corpse of something that might have once resembled a man. However, its bones are strangely black, and its finger-bones have long claws. The corpse is wearing a broad, brass torque.

T5—You find a glyph-covered belt made from thin plates of obsidian. This would seem to be another gift from your friend Kronus. Should you look a gift horse in the mouth?

T6—This is only a pile of greasy, black seaweed. You stand on the top of a low cliff. To the north you see an ocean of inky, black water. As waves crash against the cliff, high plumes of black water are sent high into the air. A rough-hewn staircase to the south of you leads down to the water.

T7—The staircase leads down to a cluster of rocks which form a natural harbor. Floating in this harbor is a small boat made of black wood. Tacked to the paddle is a note which says only, "See you soon."

T8—You find the floating remnants of one of the kraken's more recent meals. It is disgusting and vile beyond description.

T9—You stand on the far shore of the black sea. Nearby an ebon pathway leads up into the clouds. A bracelet encrusted with many fine gems rests in the sand at your feet. When you pick it up, an image of Kronus forms and politely says, "Yonder is the onyx pathway which will lead you to my citadel. The path is old and in poor repair. The guard rail is broken in many places. Please be extremely careful." Kronus smiles and the image disappears.

T10—What looked interesting from afar turns out to be nothing but a worthless chip of onyx. However, your inspection also reveals how close you are to the edge of oblivion. The only promising path leads eastward.

T11—A severed hand lies on the ground, clutching spasmodically. After a few seconds its motions cease, and it points north, up the corridor.

T12—You enter a lavish chamber filled with many pieces of ornate furniture. The room is dominated by a huge dining table elegantly set with a magnificent feast. Sitting on the table in front of you is a chalice filled to the brim with an oddly fragrant red wine. Possessed by some invisible demon, you grab the cup and drain its contents in a single draught. New strength fills your limbs. Hastily setting the cup down, you are amazed to see that the chalice immediately refills. Dare you take another drink? Or is this one of Kronus' crafty traps?

T13—You stand in a library filled with books, scrolls, and tablets of arcane and eldritch knowledge. Looking around, you find such titles as *De Mysteriis Vermis*, *The King in Yellow*, and a complete edition of the *Pnatonik Manuscripts*. Resting on a nearby table you find a particularly interesting volume entitled *The Necronomicon*. When you open the book you find it filled with incomprehensible writings, and you feel an unholy chill pass through your body. Perhaps some wizard will buy this strange librum.

T14—You enter a torture chamber. Chains, manacles, scourges, and other pain-causing implements hang from the wall. You notice a shiny object in the far corner. After grabbing the object from the shadows, you recoil in disgust. It is a human eye.

T15—This appears to be Kronus' personal chamber. Strange artifacts litter the room, and paintings of obscene beauty line the walls. You notice a delicate chain of silver lying on the floor in the far part of the room. When you put the chain around your wrist, it glows.

T16—Everywhere you look, you see images of the sapphire key. But which one is real, or are they all illusion?

the Dragon, Temple in the Jungle, Crystal
 as a challenge, and each holds one of the New monsters,
 Acheron is an Expansion Kit, containing only data files. You must have the
 program from Hellfire Warrior.

